



Paying people accurately and on-time is one of the fundamentals of any business operation. However, not all organizations are able to smoothly process their payroll either due to substandard software/service or simply lack of expertise in this field. Inaccurate calculations, untimely processing, and non-compliance with regulations are common payroll challenges that is costing businesses time, money, and reputation.

Aperio Pay relieves you from the administrative burden of compiling data to run payroll. Our Payroll experts take away the stress of keeping up with ever-changing tax rules and legislations to ensure compliance. We use our proprietary cloud-based software that is designed to process ANY payroll function with varied level of complexities. This combination of power with flexibility makes our service accessible to organizations of any size and industry. Select service features include:

- ✓ T4, T4A's and Relevé 1's for year-end processing
- ✓ Custom GL files available for interface to Financial
- ✓ Pay statements can be viewed/downloaded from the employee portal
- ✓ Pay statements can also be emailed by a password protected PDF
- ✓ Flexible & configurable calculation rules
- ✓ Gross to net can be reprocessed for any last-minute changes
- ✓ Processing of ROE's
- ✓ Off cycle and retro pays available
- ✓ Easy to read, clear and concise reports
- ✓ Pay registers reports provided every pay period
- ✓ Remittance payments and reports provided
- ✓ Other vendor payments available, i.e. EHT, WSIB, WCB
- ✓ Pay employees by direct deposit
- ✓ Unlimited earnings and deduction codes

Why Choose Aperio Pay?

Controlled Processes To Ensure accuracy in payments

Streamline payroll administration for on-time processing

Manage complex calculations with a powerful payroll engine

Stay Compliant with updates on tax rules and legislations

Get prompt help from a team of expert payroll consultants

Focus on growing your business, let us take care of your payroll!



HRWARE is changing the way Canadian companies handle payroll! We've removed the limits on EASY